



In this piano game, students race to flip cards, name finger numbers, and cover the toy trains before their opponent steams ahead to win.

**FINGER NUMBER NAMES**



# JINGLE TRACKS

Player 1

The game board for Player 1 is a large rectangle containing ten toy trains and a central table. The trains are arranged in three rows: the top row has three trains with numbers 3, 4, and 1; the middle row has three trains with numbers 5, 2, and 3; and the bottom row has three trains with numbers 4, 5, and 2. In the center of the board is a wooden table with various toys on it, including a rocking horse, a toy car, a hammer, a saw, a gift box, and a paint can.

A vertical strip of three identical game cards. Each card has a red border and contains a blue toy train with the number '1' on its side. Below the train, the words 'JINGLE TRACKS' are written in red and green. The cards are partially overlapping, with the top card being the most visible.

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# HOW TO PLAY

## Jingle Tracks | V. U. Level B

### Players

Two players

### Materials

- Two laminated game boards
- 18 markers (coins)
- 18 Player 1 cards
- 18 Player 2 cards

### Game Objective

*Musical Objective:* To reinforce understanding of finger number names.

*Game Objective:* To place game markers over all finger number names (on the trains).

### Setting It Up

Players must first decide who will be Player 1 and who will be Player 2, then sit opposite each other. Each player should have one game board, 9 markers (coins), and 18 playing cards. Each player lays out their 18 cards face down in two rows below their game board.

### Playing the Game

1. This is a fast-paced race! Steps A-D below describe Player 1's actions, but both players perform these actions at the same time.

A) On the word "Go!", Player 1 flips over the first card, names the finger number, and places a coin over the corresponding finger number name on the game board.

B) Player 1 then flips the next card, names the finger number, and places a second coin over the correct finger number name.

C) Player 1 continues flipping cards and placing coins until all 9 finger number names are covered.

D) If a card corresponds to a finger number name that is already covered, Player 1 places that card in a discard pile and flips the next card.

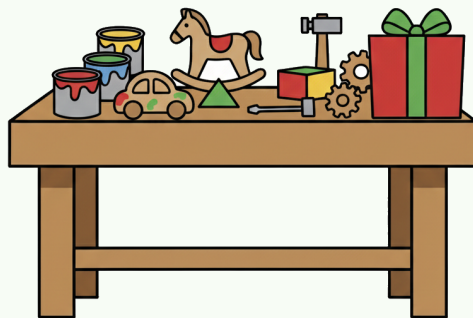
2. But there's an exciting twist! Each player has three cards that say "Switch!". If a player flips over a "Switch!" card at any point during the game, that player yells "Switch!", and both players leap up, switch places (and game boards), and continue the game.
3. If a player has flipped a card but has not yet placed the coin when their opponent yells "Switch!", the card is flipped back over.
4. The first player to cover all 9 finger number names on the game board in front of them wins. (*Thanks to the "Switch!" cards, the winning board may not be the one a player started with!*)

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# JINGLE TRACKS

Player 1

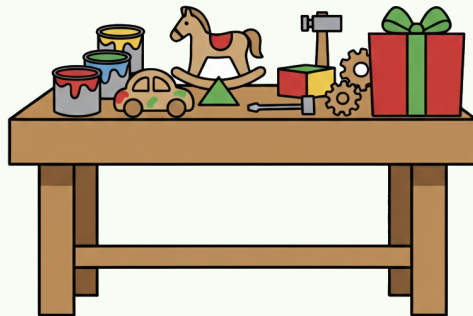


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# JINGLE TRACKS

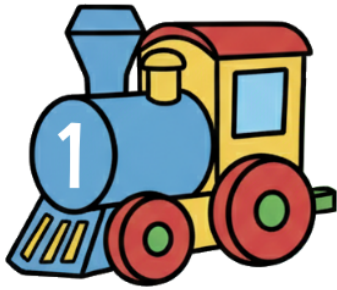
Player 2



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**JINGLE  
TRACKS**



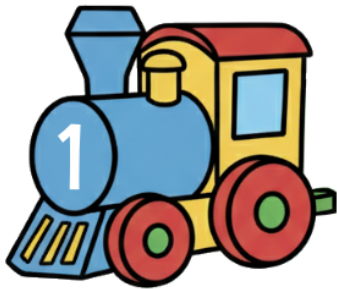
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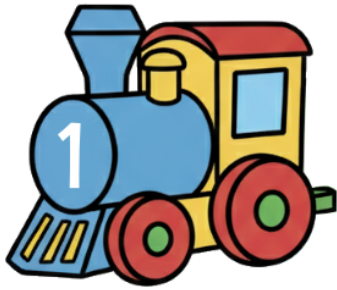


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**SWITCH!**

**SWITCH!**

**SWITCH!**



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**SWITCH!**

**SWITCH!**

**SWITCH!**